Players can use this log to keep track of important information during encounters.

Encounter Log

Date	Scenario	Encounter #

GM	Player	Player	Player	Player

Adventurer Turn Order

1	2	3	4

Adventurer Enhancements & Enfeeblements

All enhancements and enfeeblements are removed at the end of the phase, with the exception of **Knocked Out** and **Weakness**.

Other Adventurer Effects

Unless otherwise stated, benefits from traits and other non-enhancement, non-enfeeblement effects are not removed at the end of the phase.

Enemy Information

Encounter Overview

Surprise ▶ **Positioning**

Phase

Round

[Adventurer Step]

Adventurer A's Turn
Adventurer A may perform one primary and secondary action and move a number of squares up to their **Speed**.

Adventurer B's Turn

Adventurer C's Turn

Adventurer D's Turn

End of the [Adventurer Step]
All adventurers recover MP and resolve effects that are resolved at the end of the [Adventurer Step], including **DOTs** and **Revivify**. If the conditions to end the current phase have been met, end the phase and begin the next one.

[Enemy Step]

Enemy A's Turn

Enemy B's Turn

⋮

End of the [Enemy Step]
All enemies resolve effects that are resolved at the end of the [Enemy Step], including **DOTs**. If the conditions to end the current phase have been met, end the phase and begin the next one.

[End of Round Step]
Resolve any markers, encounter mechanics, or other effects that are resolved at the end of a round. If the adventurers have made it out of danger or have defeated all enemies, the encounter ends.

New Round

⋮

◀▶ Rounds continue until the phase ends ◀▶

End of Phase Remove enhancements and enfeeblements from all characters.

New Phase

Start of New Phase
- Abilities with a limited number of uses per phase have those uses restored
- The GM adjusts the map as necessary
- The GM adjusts character placement and information as necessary
- Each adventurer may use one item of their choosing from their inventory

⋮

◀▶ Phases continue until the encounter ends ◀▶

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